

# Raimund Seidel

## List of Publications by Year in descending order

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23  
papers

1,596  
citations

516215

16  
h-index

676716

22  
g-index

24  
all docs

24  
docs citations

24  
times ranked

699  
citing authors

#	ARTICLE	IF	CITATIONS
1	The Ultimate Planar Convex Hull Algorithm?. SIAM Journal on Computing, 1986, 15, 287-299.	0.8	286
2	Voronoi diagrams and arrangements. Discrete and Computational Geometry, 1986, 1, 25-44.	0.4	248
3	How good are convex hull algorithms?. Computational Geometry: Theory and Applications, 1997, 7, 265-301.	0.3	194
4	A simple and fast incremental randomized algorithm for computing trapezoidal decompositions and for triangulating polygons. Computational Geometry: Theory and Applications, 1991, 1, 51-64.	0.3	183
5	Four results on randomized incremental constructions. Computational Geometry: Theory and Applications, 1993, 3, 185-212.	0.3	122
6	On the difficulty of triangulating three-dimensional Nonconvex Polyhedra. Discrete and Computational Geometry, 1992, 7, 227-253.	0.4	115
7	On the Zone Theorem for Hyperplane Arrangements. SIAM Journal on Computing, 1993, 22, 418-429.	0.8	72
8	Backwards Analysis of Randomized Geometric Algorithms. Algorithms and Combinatorics, 1993, , 37-67.	0.6	57
9	Implicitly representing arrangements of lines or segments. Discrete and Computational Geometry, 1989, 4, 433-466.	0.4	51
10	A better upper bound on the number of triangulations of a planar point set. Journal of Combinatorial Theory - Series A, 2003, 102, 186-193.	0.5	47
11	Constructing arrangements of lines and hyperplanes with applications. , 1983, , .		43
12	Top-Down Analysis of Path Compression. SIAM Journal on Computing, 2005, 34, 515-525.	0.8	28
13	On the Exact Worst Case Query Complexity of Planar Point Location. Journal of Algorithms, 2000, 37, 189-217.	0.9	25
14	Arrangements of curves in the plane " topology, combinatorics, and algorithms. Lecture Notes in Computer Science, 1988, , 214-229.	1.0	24
15	Checking geometric programs or verification of geometric structures. Computational Geometry: Theory and Applications, 1999, 12, 85-103.	0.3	22
16	MAXIMIZING A VORONOI REGION: THE CONVEX CASE. International Journal of Computational Geometry and Applications, 2005, 15, 463-475.	0.3	18
17	A Method for Proving Lower Bounds for Certain Geometric Problems. Machine Intelligence and Pattern Recognition, 1985, 2, 319-334.	0.2	17
18	Note " On the Number of Triangulations of Planar Point Sets. Combinatorica, 1998, 18, 297-299.	0.6	12

#	ARTICLE	IF	CITATIONS
19	Simple On-Line Algorithms for Convex Polygons. Machine Intelligence and Pattern Recognition, 1985, 2, 23-42.	0.2	11
20	The nature and meaning of perturbations in geometric computing. Lecture Notes in Computer Science, 1994, , 1-17.	1.0	8
21	Counting triangulations and other crossing-free structures approximately. Computational Geometry: Theory and Applications, 2015, 48, 386-397.	0.3	7
22	Four results on randomized incremental constructions. Lecture Notes in Computer Science, 1992, , 461-474.	1.0	4
23	Convex hulls of spheres and convex hulls of disjoint convex polytopes. Computational Geometry: Theory and Applications, 2013, 46, 615-630.	0.3	2